ROBOTECH®
INVASION

TEEN
T
CONTENT RATED BY ESRB

GS
GLOBAL STAR SOFTWARE

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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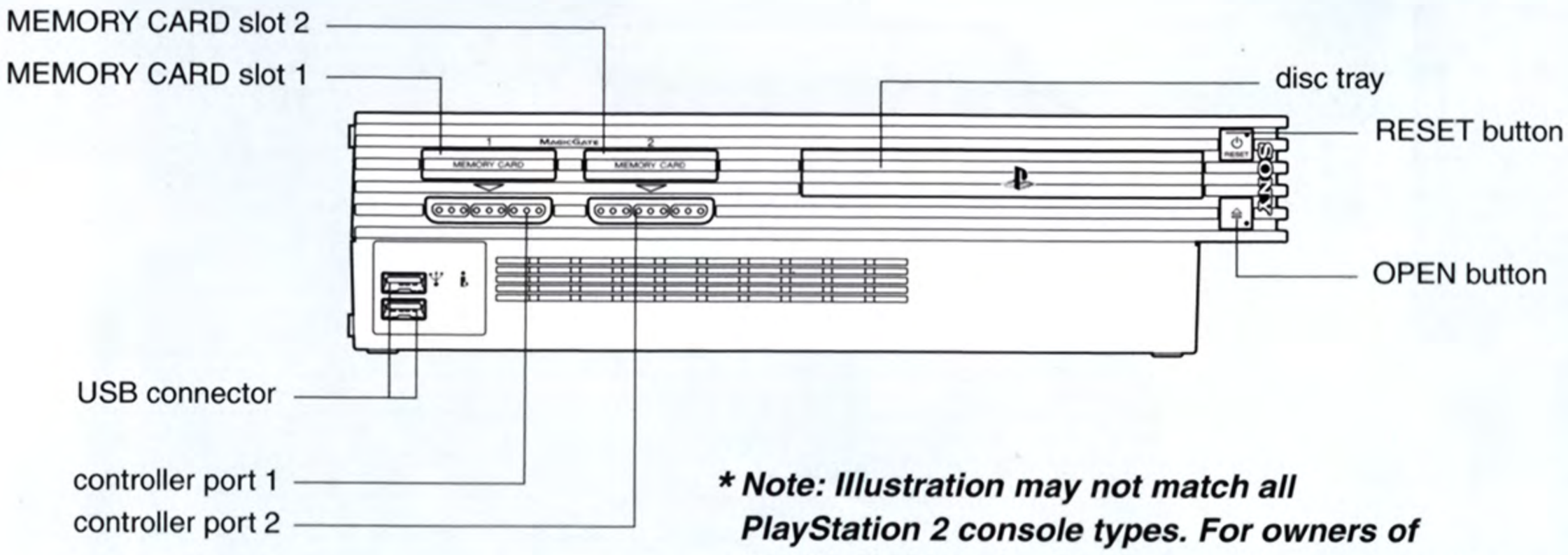
GETTING STARTED

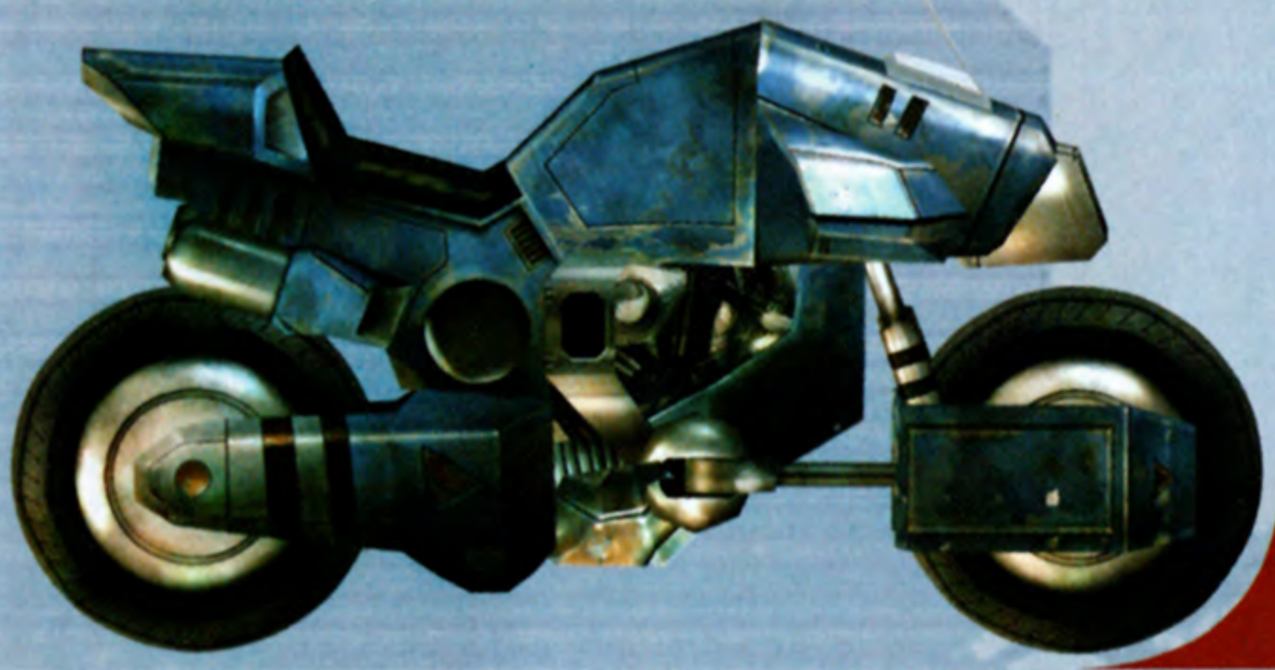


** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the Robotech: Invasion disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD

Memory Card (8MB)(for PlayStation®2)
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.



CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

BANDWIDTH REQUIREMENTS

Bandwidth requirements for a multiplayer game of Robotech: Invasion

Num Players	Voice	bits/sec
4	No	69600
4	Yes	135600
6	No	148000
6	Yes	266800
8	No	255328
8	Yes	426928

Note: These upstream requirements apply to the player who is acting as the host for the game.

4 MAIN MENU

New	Start new game
Continue	Continue saved game (requires a MEMORY CARD containing a Robotech: Invasion save file)
LAN	Play a multiplayer game over a Local Area Network (requires a network adaptor (Ethernet/modem) (for PlayStation®2))
ONLINE	Play a multiplayer game over the Internet (requires a network adaptor (Ethernet/modem) (for PlayStation®2))
Options	Set sound levels, controller sensitivity, network options, and multiplayer settings

MULTIPLAYER MODES

Deathmatch	Up to 8 players face off in any Multiplayer map
Team Deathmatch	Up to 8 players team up and try to eliminate each other
Capture the Flag	Defend your team's flag while attempting to capture the opposing team's flag. Up to 8 players
Protocapture	Attempt to gain control of and defend the most Protoculture generators on each Multiplayer map. Up to 8 players

GAME OVER

If the player is defeated, you'll automatically restart at the most recent checkpoint passed. If you turn off Robotech: Invasion without saving first, all progress will be lost.

BASIC CONTROLS

start/pause game	START button
select menu Item	directional button/left analog stick UP/DOWN
confirm selection	⊗ button
cancel selection	△ button
skip cinematic	START button or ⊗ button

DEFAULT ARMOR MODE CONTROLS

run	left analog stick*
look	right analog stick*
pick up weapon/action	L3 button
zoom	R3 button
target lock	L1 button
fire	R1 button
melee attack/blade attack	L2 button
throw grenade	R2 button
jump	⊗ button
boost	tap ⊗ at apex of jump
dash	double-tap ⊗ button
switch weapon	○ button
reload weapon	□ button
transform into rider mode	△ button
toggle cloak	directional button RIGHT
toggle night-vision	directional button DOWN
toggle thermal-vision	directional button LEFT
toggle observation mode	directional button UP

*analog stick functions can be swapped by choosing "southpaw"mode in options menu

RIDER MODE CONTROLS

steering	left analog stick LEFT/RIGHT
lean forward	left analog stick UP
lean back	left analog stick DOWN
accelerate	⊗ button
boost	double-tap ⊗ button
brake	□ button
power slide	□ button + left analog stick LEFT/RIGHT
reverse	□ button + left analog stick DOWN
fire missiles	R1 button (hold & release for missile volley)
transform into armor mode	△ button

*analog stick functions can be swapped by choosing "southpaw"mode in options menu.
**all controls are default configuration. controls can be adjusted in-game.

ALL SOLDIERS AND OFFICERS ASSIGNED TO THE SECOND RECLAMATION ASSAULT ARE *REQUIRED* TO READ THE FOLLOWING BRIEFING.

ROBOTECH RECLAMATION FORCE
HANDBOOK
21ST MARS DIVISION

A SHORT HISTORY

07.1999 A large alien spacecraft crash lands on Earth, leading to a cease-fire in the global war raging at the time. The newly formed Earth Government decides to rebuild the downed spacecraft using the fantastic new technology found within, dubbed Robotech.

02.2009 On the day of the rebuilt spacecraft's maiden voyage, Earth comes under attack by unknown alien invaders. The Captain orders a fold maneuver that warps both the ship and the island below it to the far side of Pluto.

03.2010 After a year-long journey, the battleship returns to Earth, only to be denied permission to land and unload the civilian refugees on board. The pursuing alien force settles into Earth's orbit.

05.2011 The alien invaders decide the Earth is a major threat to their way of life, and destroy 95% of its surface with a massive laser bombardment. The crew of the Earth spacecraft, with the help of some alien rebels, defeat the alien armada and set to the task of re-building the planet.

01.2014 Despite both races living in relative peace, a renegade alien faction launches a final assault on the Earth spacecraft and destroys it, ending the first Robotech war.

12.2022 The Robotech Expeditionary Force launches on a mission to find the home planet of the alien invaders.

04.2029 The overlords of the previous alien invasion force, having sensed the presence of the Invid Flower of Life on Earth, attack the planet. The second Robotech war begins.

03.2030 Earth's defenders discover the Flower of Life at the ruins of the old Earth battleship.

05.2030 Understanding that the Flower of Life is the precursor to an Invid invasion of Earth; the invading alien force attempts a final, desperate attack on the planet. While the Earth's defense forces drive the aliens back, the Flowers of Life bloom, drawing a new invasion force toward the planet. The second Robotech war ends.

01.2031 The Invid invade Earth in search of Protoculture. The defense forces, still reeling from the previous conflict, quickly succumb to the new threat. The Invid occupy the planet.

09.2038 The returning Robotech Expeditionary Force launches its first assault on Reflex Point, the central hive of the Invid collective. The attack is a disaster, resulting in heavy losses for the REF. The third Robotech war has begun.

11.2042 The planned launch date for the second Robotech Reclamation Force.

WHAT IS PROTOCULTURE?

Protoculture is derived from the Invid Flower of Life. An ancient alien civilization discovered that a properly germinated seed under constant pressure would produce untold amounts of bio-energy – a single seed would produce more than enough energy to power a major Earth city for decades. More than just a simple fuel, Protoculture also creates a link between humans and mecha that allows a previously unheard of level of control. Since the end of the first Robotech war (2014), it has been discovered that Earth is now one of the largest known sources of Protoculture. It is the main reason the Invid have occupied the planet.

While it is unclear exactly why the Invid require Protoculture, we do know that they stockpile and guard it fiercely. REF Intelligence reports that the Invid may use Protoculture as an evolutionary catalyst as well as an energy source.

Protoculture in small amounts is safe for humans. Indeed, it powers most REF mecha and weapons. However, contact with raw Protoculture can be fatal to our race.

THE CYCLONE - VERITECH RIDING ARMOR

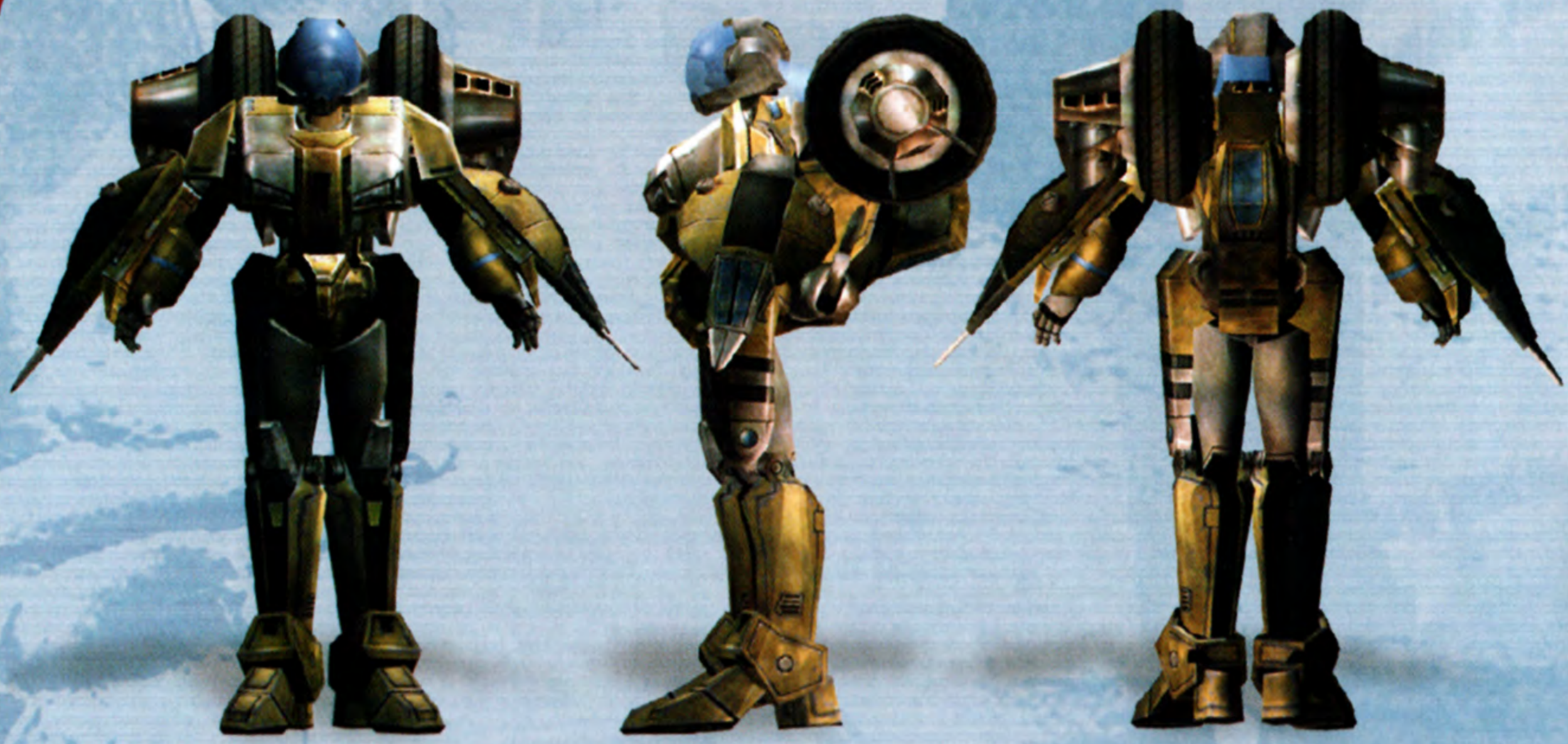
The new transforming Cyclone Armor will be standard issue for all Recon Scouts, Officers, and Infantry taking part in the Second Reclamation Assault. Cyclone type will be issued based on assignment.

VR-038 "Light Recon Cyclone"

SHIELD RATING:	**80**
RECHARGE:	**2603 MS**
MISSILE COMPLEMENT:	**25**
MISSILE VOLLEY:	**4**

This light combat Cyclone is standard issue for Recon Scout-class soldiers. Extra shielding has been sacrificed for higher mobility and a shorter recharge time. This armor is tailor-made for long-distance encounters and stealth missions thanks to its night- and thermal-vision modes.

VR-041 "Saber Cyclone"



SHIELD RATING:	**110**
RECHARGE:	**5752 MS**
MISSILE COMPLEMENT:	**35**
MISSILE VOLLEY:	**6**

While the VR-041 is an older-model Cyclone, it is second only to the brand new VR-098 regarding close quarters combat. It has been nicknamed the "Saber" thanks to the retractable, high-frequency vibroblades (CADS-1) on each arm. Night-vision mode makes combat in dark areas no problem.

VR-052 "Standard Cyclone"

SHIELD RATING:	**100**
RECHARGE:	**4017 MS**
MISSILE COMPLEMENT:	**16**
MISSILE VOLLEY:	**2**

Infantry standard issue, this Cyclone is built to get REF troops in and out of areas where a long distance strike is just not an option. Getting up close and personal with the Invid still is not recommended, but the VR-052 will give you a fighting chance. It comes with a night-vision mode.

VR-098 "Devastator"

SHIELD RATING: 150
RECHARGE: 8098 MS
MISSILE COMPLEMENT: 50
MISSILE VOLLEY: 10

This incredible new machine mixes the heavy ordinance and high armor rating of the VR-041 with the night-vision and thermal-vision modes of the VR-038, making it the most balanced Cyclone to come out of Robotech R&D thus far. Unfortunately, the extra armor makes the addition of the CADS-1 system impossible.

VR-101P "Shadow Dancer"

SHIELD RATING: 70
RECHARGE: 2109 MS
MISSILE COMPLEMENT: 35
MISSILE VOLLEY: 6

The "Shadow Dancer" is still in the prototype phase and issued only to special forces. The fantastic new cloaking system makes it possible to sneak up on almost any adversary and use the CADS-1 to dispatch them quickly. Night-vision and thermal-vision modes make the VR-101P the ultimate black-ops mecha.

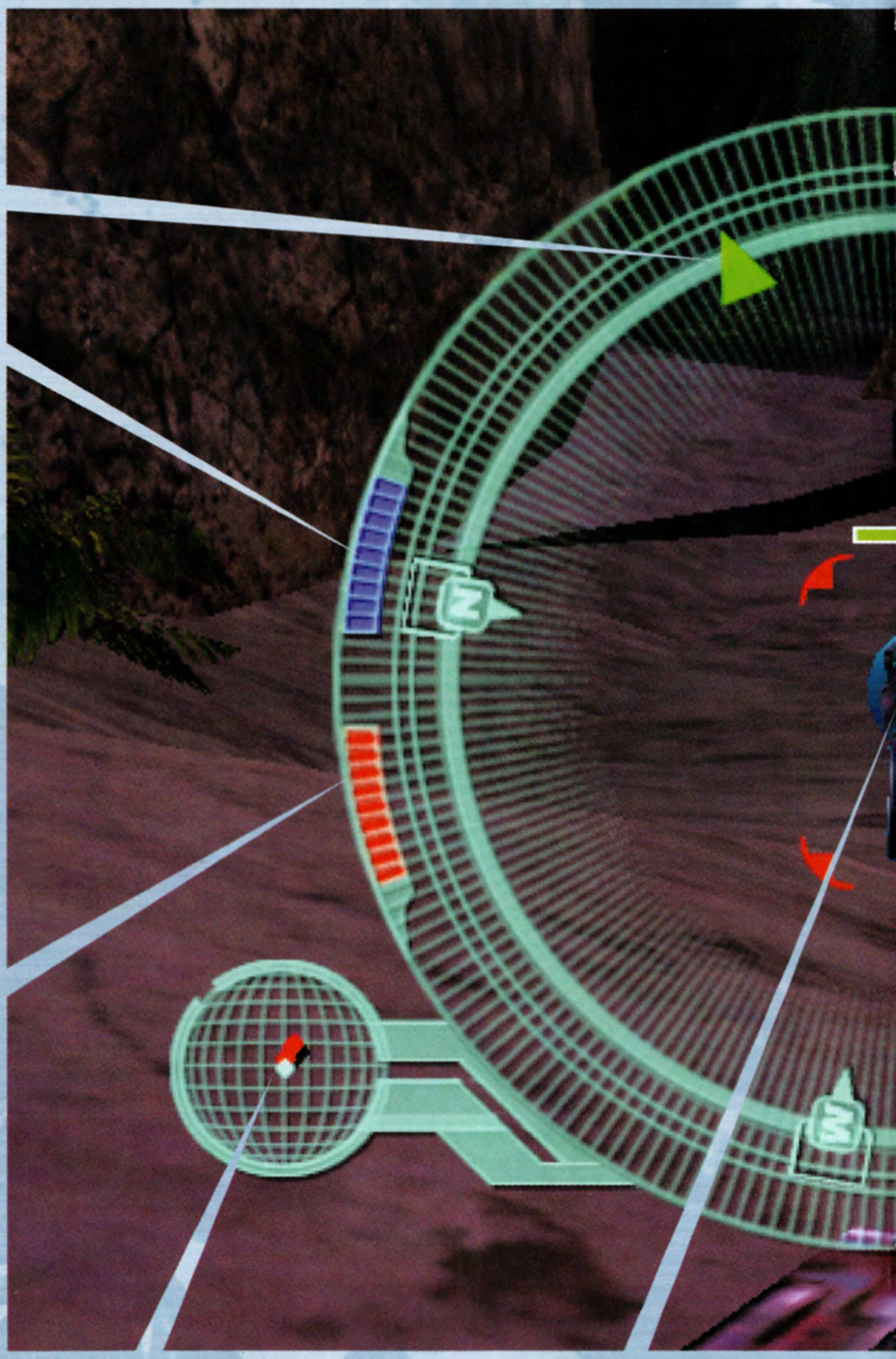
HUD

The heat of battle is no place to learn your new Cyclone's primary functions. Study the following information and commit it to memory.

WAYPOINT MARKER
Points toward your next destination.

CYCLONE SHIELD LEVEL
Recharges automatically. Disabled in Rider mode.

HEALTH LEVEL
Drops if you take damages while your shield level is 0.



RADAR
Shows entities in your immediate area.
WHITE – You
GREEN – Allies
RED – Hostiles

TARGETING RETICULE

AMMO COUNTER
Shows amount of shots left in the current weapon clip.

AMMO RESERVE
Shows reserve Protoculture, or ballistic ammo depending on which weapon type is in use.

GRENADE COUNTER

CLOAK/BOOST METER
In Armor mode, shows Cloak system power. In Rider mode, shows Boost power.

COMPASS

CYCLONE SAFETY SYSTEM
When this icon is active, the Cyclone Safety System has disabled transormation into Rider mode.

REF WEAPONS LOCKER

The Cyclone Veritech Riding Armor comes with two handheld weapon slots, and keeps a Protoculture reserve to be used as ammunition for energy-based weapons. This does not, however, preclude the use of ballistic weapons. The Cyclone also has a missile stockpile to be used in Rider mode.

ENERGY WEAPONS

GALLANT H-95 PISTOL

The Cyclone armor comes standard with the Gallant H-95 pistol. This single-shot pistol is connected directly to the Cyclone, and thus cannot be dropped in order to pick up a different weapon.

GALLANT H-95 RIFLE

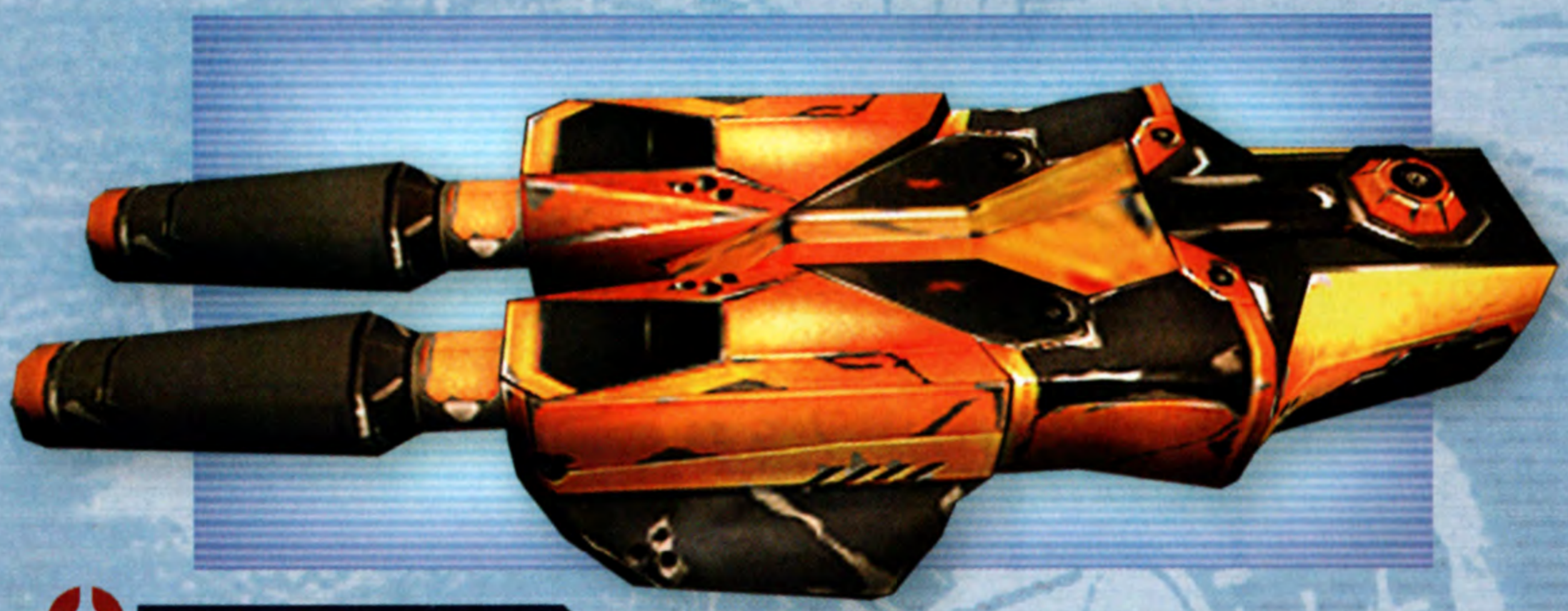
With the Rifle Stock upgrade, your Gallant can be made more powerful. This upgrade also makes the H-95 an automatic weapon, meaning you'll burn through your Protoculture reserves very quickly if you are not careful. (This will replace the H-95 Pistol in your inventory.)

GALLANT H-95 SNIPER RIFLE

The second and final upgrade to the H-95 is the Sniper Scope. This addition adds a zoom feature to the Gallant, as well as a much more powerful projectile while zoomed-in. When zoomed-out, the weapon still behaves like the H-95 Rifle. (This will replace the H-95 Rifle in your inventory.)

EP-26 PULSE RIFLE

The slow firing rate and low damage of the EP-26 is offset by its ability to fire a charged, homing shot that will stun anything it hits. Just hold the trigger down for a few seconds before letting go for the homing shot.



EP-48 MORTAR RIFLE

The slow, arching projectile fired from the EP-48 is extremely powerful, and takes an extremely skilled hand to wield effectively. It may take practice, but you will be a one-man army if you can master the EP-48.

BALLISTIC WEAPONS

WOLF AUTO PISTOL

This high-damage pistol is good at any range, a fact accentuated by the zoom feature. Until you find a Sniper Scope for your H-95, the Wolf is your best friend for precision, long-distance shots.

WOLVERINE MACHINE GUN

The Wolverine has the highest firing rate of any weapon in the REF arsenal, and the lowest accuracy rating. If you are fighting in close quarters, this weapon will tear your enemies to shreds. Just be careful that you do not run out of ammunition.

HOLDEN MARK-2 SHOTGUN

The Holden Mark-2 is strictly a short- range weapon, as the power of the projectiles dissipates very rapidly making the gun useless at medium-ranges and long-ranges. Soldiers skilled with this weapon can hit four or five enemies with a single shot.

RL-8 ROCKET LAUNCHER

Remember you need to lead your targets when you use the RL-8. The powerful, low-velocity rockets will deal major damage to anything they hit, including you, so do not use this weapon at close range. Click the zoom button to make long-distance aiming a bit easier.

COBALT GRENADE

Pull the pin, throw, and wait for the boom. If you hold the Grenade button for a few seconds before releasing, you will "cook" the grenade. But hold the button for too long and the grenade will blow up in your hand.

GR-109 MISSILES

In Rider mode, the GR-109 missile system will automatically seek and lock on to any visible target. These fast, homing missiles are most effective when fired in volleys.

CLASSIFIED WEAPON INFORMATION

H-109P DESTABILIZER

The plans for this prototype weapon were stolen before the first Earth Reclamation Mission four years ago. It is a weapon capable of breaching Invid shield technology.

We are declassifying this information because Intelligence has reason to believe there is a working prototype of the H-109P in Earth's North American quadrant. Immediately report any leads or information you may find that could lead to getting back the plans or prototype.

INVID INTELLIGENCE REPORT

Research from their now-barren home world indicates that the Invid were once a peaceful race, content to live in isolation, cut off from all other sentient beings. Not until an alien race betrayed their trust did their warlike nature blossom. Now they travel the Universe searching for that which was stolen from them—the Invid Flower of Life.

As the Flower of Life is the only known source of Protoculture, the Invid defend it zealously. We believe it not only powers their mecha, but is actually required for their continued existence.

Because of this, Invid forces are extremely dangerous. The only common weakness REF Intelligence has been able to discern is the singular eye on each Invid soldier. Aim for it and you may deal a lethal blow to your adversary.

What follows is all the intelligence we've gathered on the Invid.

ENFORCER

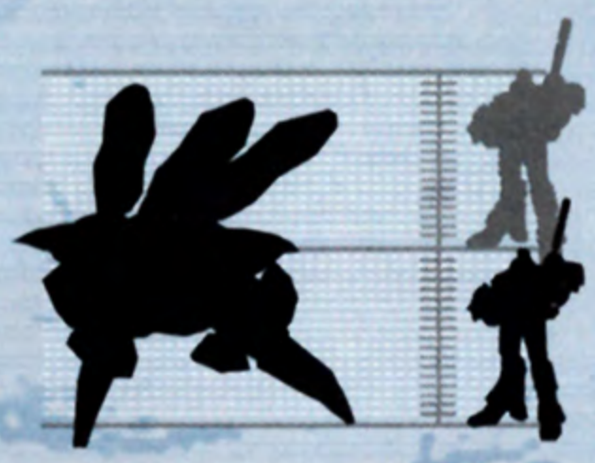
These humanoid aliens seem bred to go where their much larger counterparts cannot fit. They are quick and have deadly accuracy. The apparent frailty of their humanoid bodies is offset by the large shield attached to their left arms. Try blowing the shield off to expose the head.

HEAVY ENFORCER

Very similar to the regular Enforcer, the Heavy Enforcer sports more armor and two extra, shoulder-mounted cannons. The weapons on the Heavy Enforcer seem to be stronger.

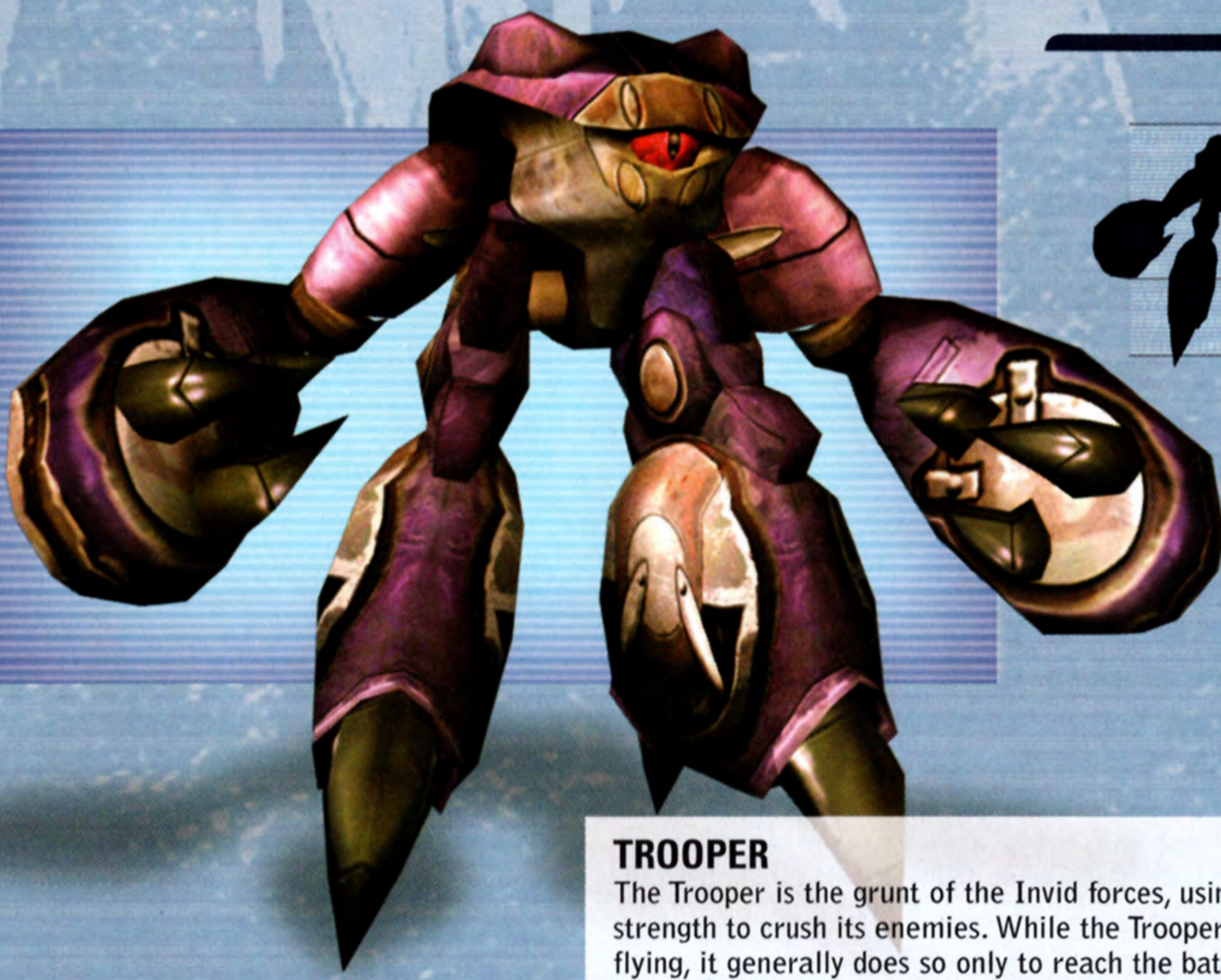
ARMORED SCOUT

Primarily used as a backup unit, the Armored Scout is an airborne unit that will hover above while the battle rages, raining fire down upon its enemies. These units are so agile that they can change direction almost instantly even while flying, making them hard to destroy, especially in large numbers.



MORTAR SCOUT

These Scouts will very rarely come near a battle, but rather find a far-off perch from which to fire their powerful mortar projectiles, blanketing the battlefield with explosions. Engage them using either an H-95 Sniper Rifle or RL-8 Rocket Launcher for the best results.

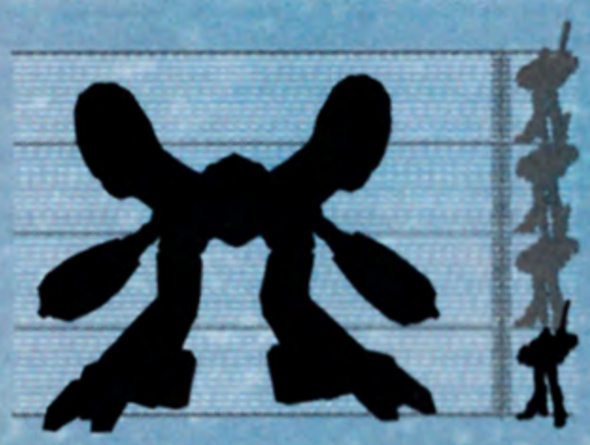


TROOPER

The Trooper is the grunt of the Invid forces, using speed and brute strength to crush its enemies. While the Trooper is capable of flying, it generally does so only to reach the battlefield, and then fights on foot. If it drops its head and raises its arms up over its eye, the Trooper is about to charge. Get out of the way, fast.

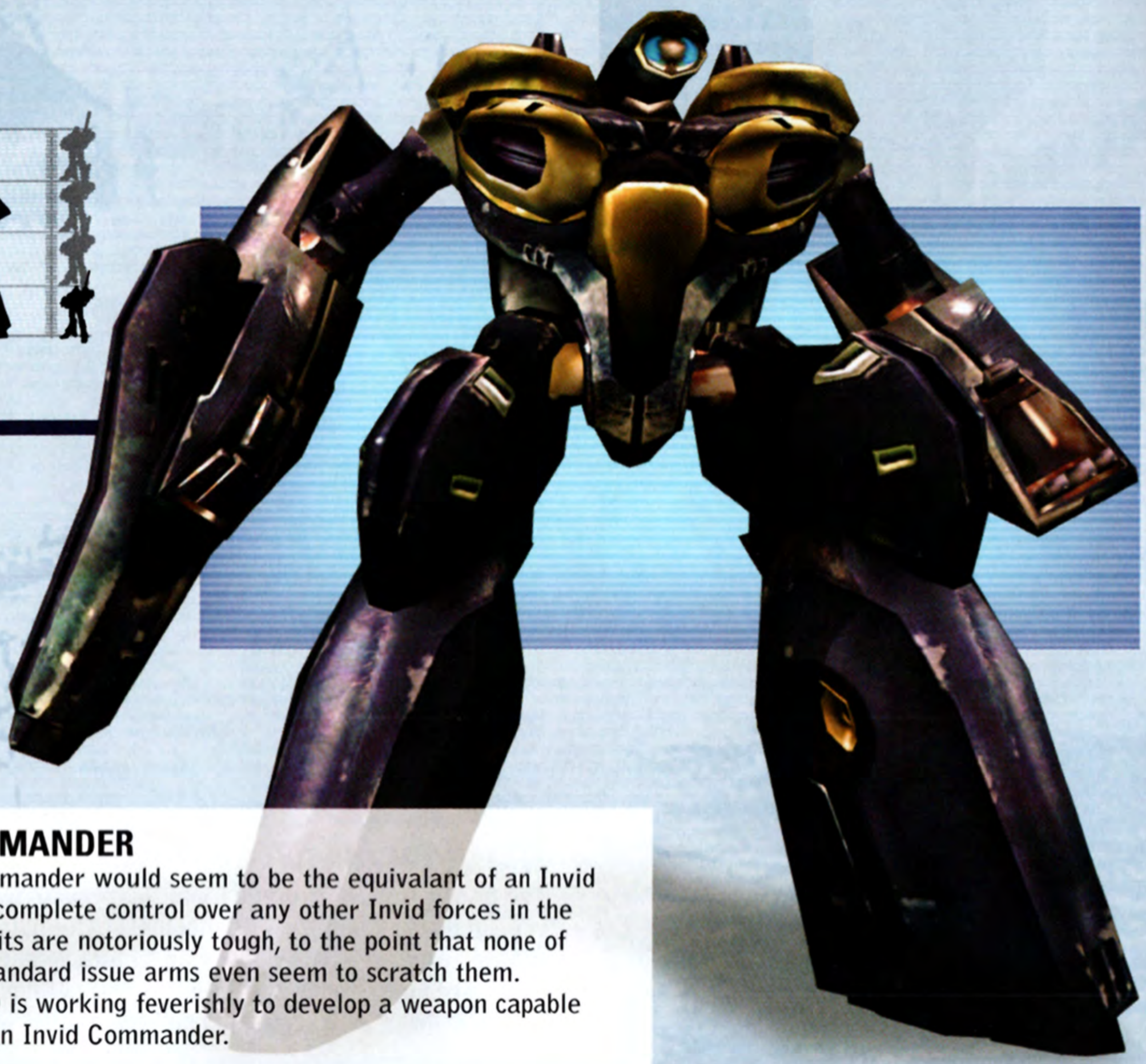
SHOCK TROOPER

The Shock Trooper is exactly like the regular Trooper, but with two cannons mounted on its shoulders. Attempting to blow off the cannons is generally the best plan of attack when taking on a squad of Shock Troopers. While this will not neutralize them, it will take away their long-range attack ability.



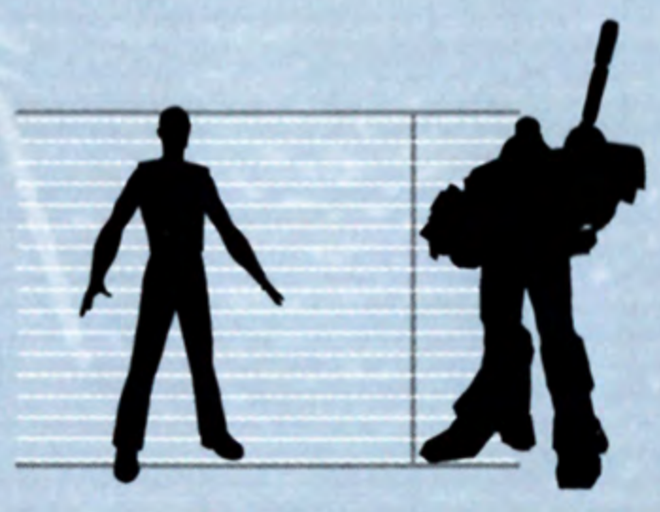
"PINCER" ENFORCER

At first the "Pincer" may seem like a larger version of the Shock Trooper, but these units tend to display more intelligence. They will generally hang back, firing their laser cannons, and sometimes breaking away from the battle in order to call in reinforcements. Be sure to focus on them before they have a chance to escape the battle.



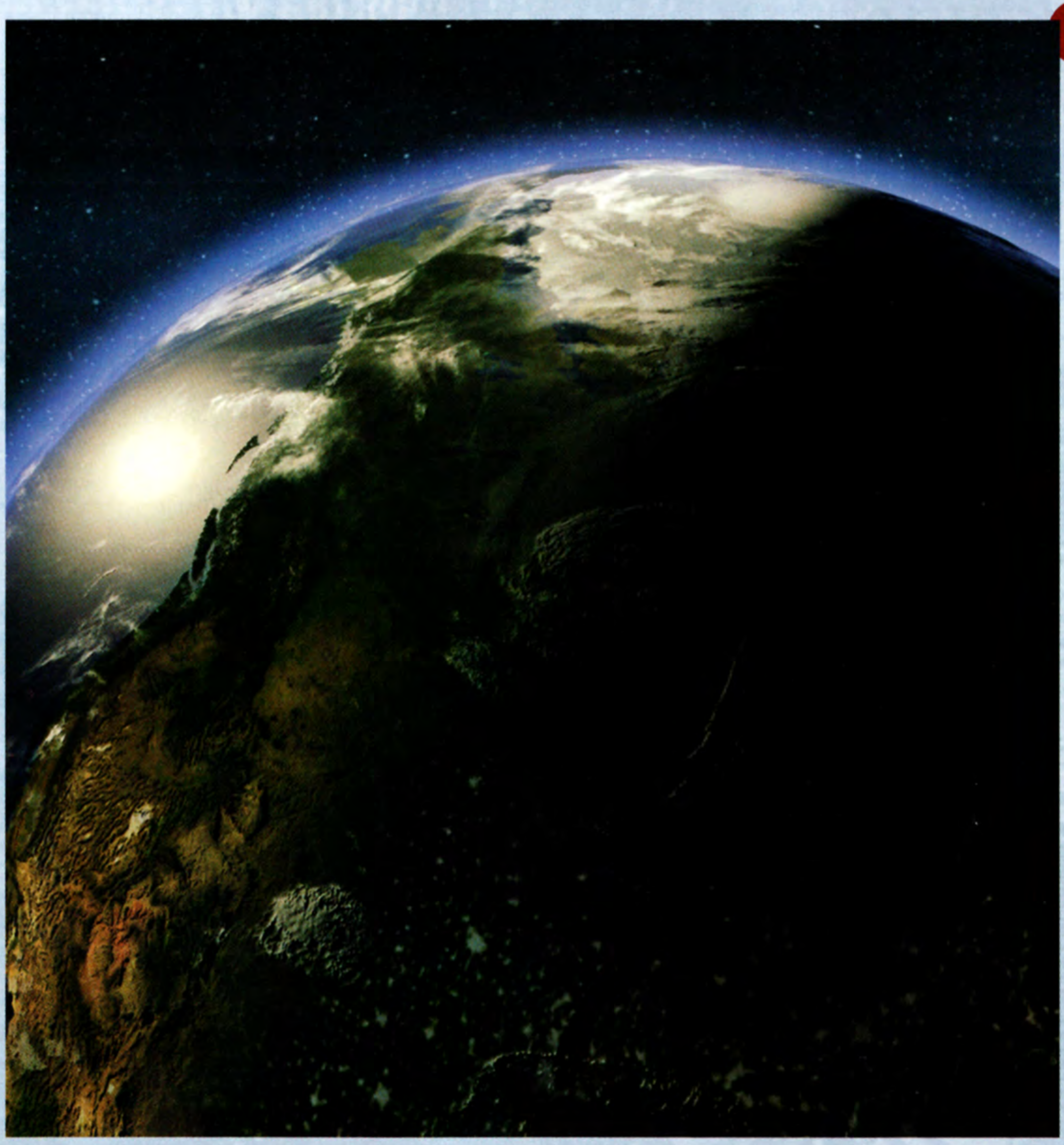
INVID COMMANDER

The Invid Commander would seem to be the equivalant of an Invid General, with complete control over any other Invid forces in the area. These units are notoriously tough, to the point that none of our current, standard issue arms even seem to scratch them. Robotech R&D is working feverishly to develop a weapon capable of destroying an Invid Commander.



HUMANOIDS

Scattered, unconfirmed reports indicate a new Invid threat in the form of aliens disguised as humans. These facsimiles are supposedly very authentic looking, and thus hard to spot. One objective of your mission will be to seek out information and confirm whether these new Invid spies actually exist.



STATE OF EARTH

As most of you have either never been to Earth at all, or not seen her in many years, prepare for a shock. This is not the peaceful, green planet you may have heard about in childhood stories. The Invid have laid waste to our home world, leaving only pockets of civilization dotting the landscape. The survivors live in fear, not only of the alien invaders, but of their own kind.

Many gangs have sprung up throughout the land, preying on the fear of the general populace, and in many cases, allied with the Invid. Even if you see no aliens in your vicinity, never let your guard down. You may end up being attacked by your own kind.

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ARMOR
MODE CONTROLS**

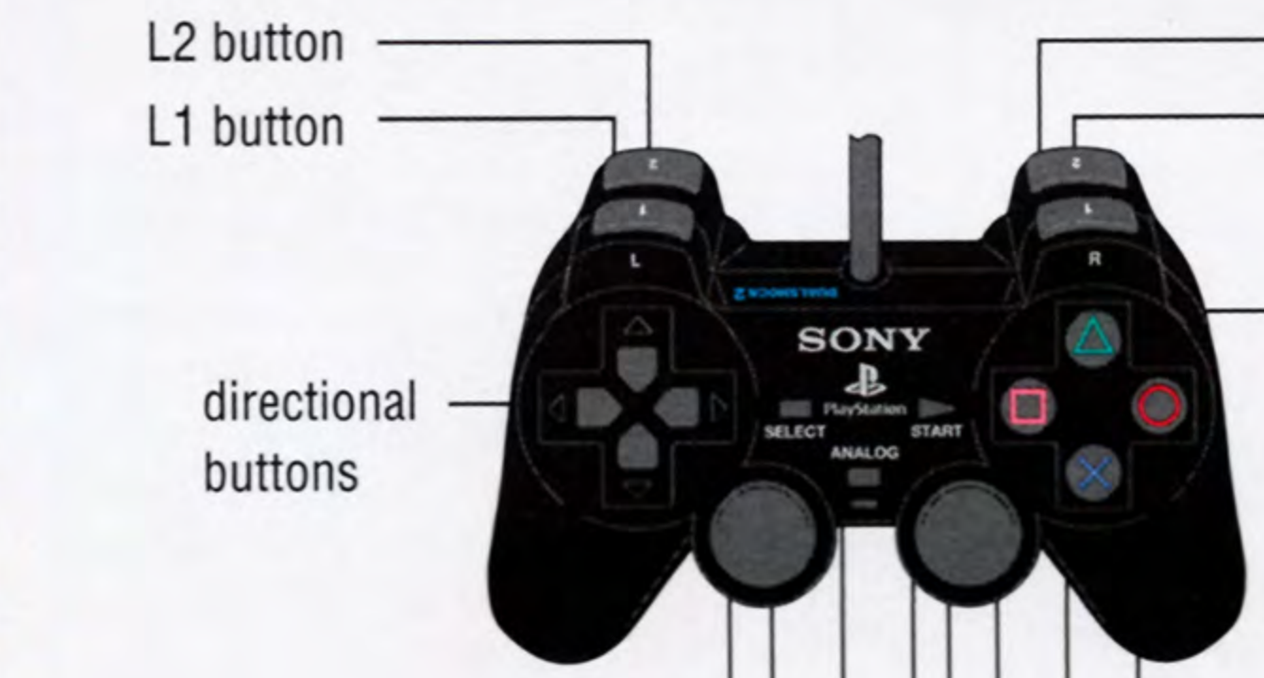
run	left analog stick*
look	right analog stick*
pick up weapon/action	L3 button
zoom	R3 button
target lock	L1 button
fire	R1 button
melee attack/blade attack	L2 button
throw grenade	R2 button
jump	✕ button
boost	tap ✕ at apex of jump
dash	double-tap ✕ button
switch weapon	○ button
reload weapon	□ button
transform into rider mode	△ button
toggle cloak	directional button RIGHT
toggle night-vision	directional button DOWN
toggle thermal-vision	directional button LEFT
toggle observation mode	directional button UP

RIDER
MODE CONTROLS**

steering	left analog stick LEFT/RIGHT
lean forward	left analog stick UP
lean back	left analog stick DOWN
accelerate	✕ button
boost	double-tap ✕ button
brake	□ button
power slide	□ button + left analog stick LEFT/RIGHT
reverse	□ button + left analog stick DOWN
fire missiles	R1 button (hold & release for missile volley)
transform into armor mode	△ button

QUICK CONTROL GUIDE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



BASIC CONTROLS

start/pause game	START button
select menu Item	directional button/ left analog stick UP/DOWN
confirm selection	✕ button
cancel selection	△ button
skip cinematic	START button or ✕ button

*analog stick functions can be swapped by choosing "southpaw" mode in options menu.
**all controls are default configuration. controls can be adjusted in-game.